APPLESOFT
DOS 3.3 • 48K RAM

THE LEARNING CO.
COMPUTER LEARNING GAMES

FOR KIDS AGED
SIX AND UP

GERTRUDE'S PUZZLES MANUAL

GETTING STARTED

Welcome to Gertrude's Puzzles.

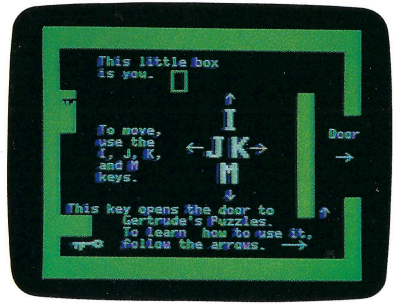
Learn to become a sharp thinker as you solve Gertrude's puzzles with many different sets of shapes or a set you make yourself.

To Start

Put your disk in the disk drive. Then turn on your computer. If you want to skip the title picture, press the space bar.

MOVING AROUND

When the program begins this is what you will see.


This little box is you.
To move, use the I, J, K, and M keys.
I
J K
M
Door
This key opens the door to Gertrude's Puzzles.
To learn how to use it, follow the arrows.

To learn how to move around, go through the open door on the right. Follow the arrows and you will learn how to move, pick up, drop and carry objects.

If you know how to move around, use the key to open the door. **Be sure to pick up the key by its handle.**

Gertrude says: It may take some work to learn to move around in my puzzle world, but all my friends say, "It's worth it!"

GERTRUDE'S MAP

Unfold the map in the center of this manual and see Gertrude's world.

The rooms with empty boxes are the puzzle rooms. There are two box puzzle rooms, two network puzzle rooms, and two loop puzzle rooms.

To Try a Puzzle

- Find Gertrude.
- Pick her up.
- Take her to a puzzle room.
- Let her go.
- Watch her fly off and return with a set of shapes.
- Move through the door marked "How to Play" to read the rules.
- Look at the sample puzzle.
- Go back to the puzzle room and put pieces in the boxes.

When you solve a puzzle Gertrude will bring you a prize for the Treasure Room. Win twelve prizes and become a Master Puzzler.

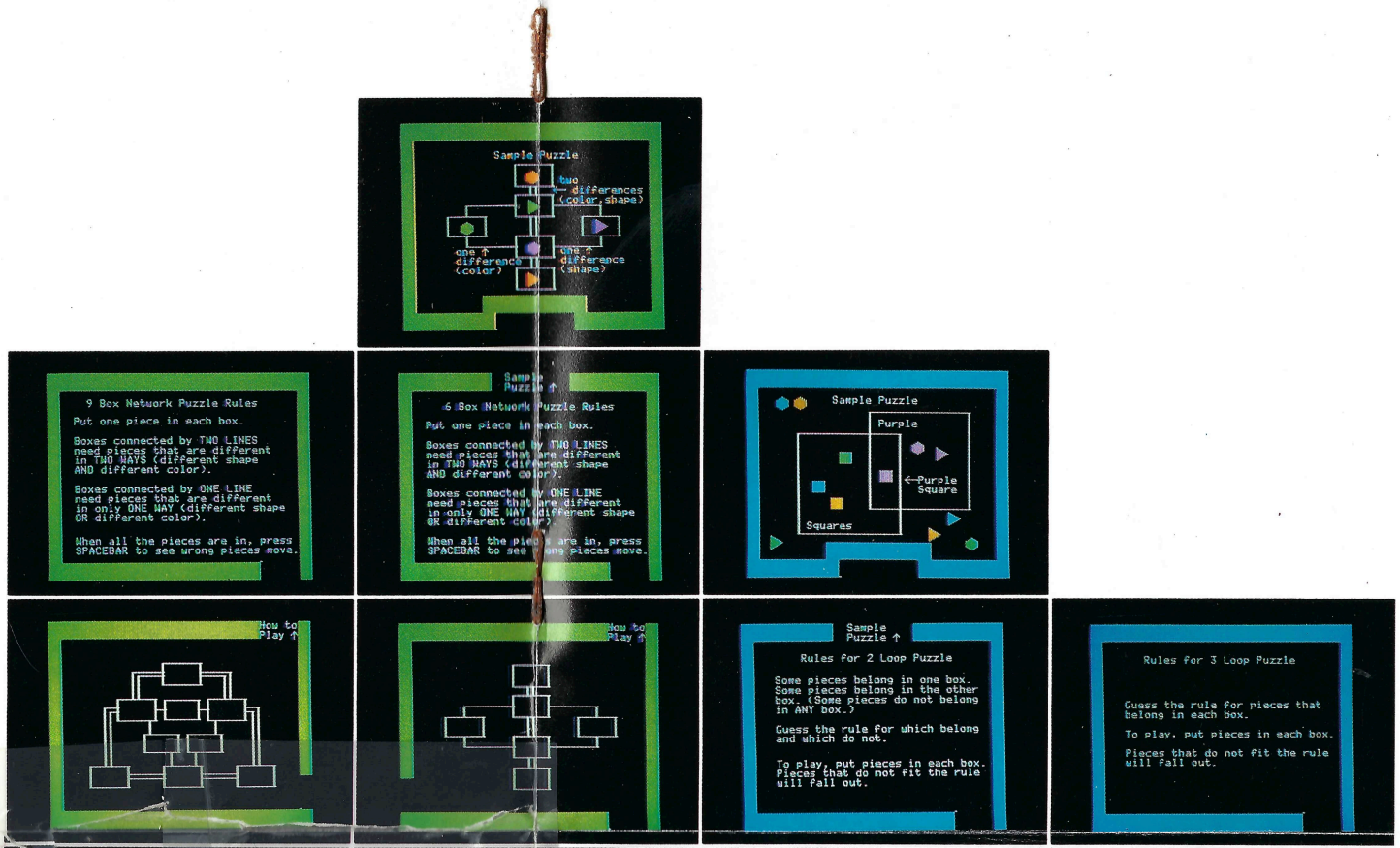
SPECIAL FEATURES

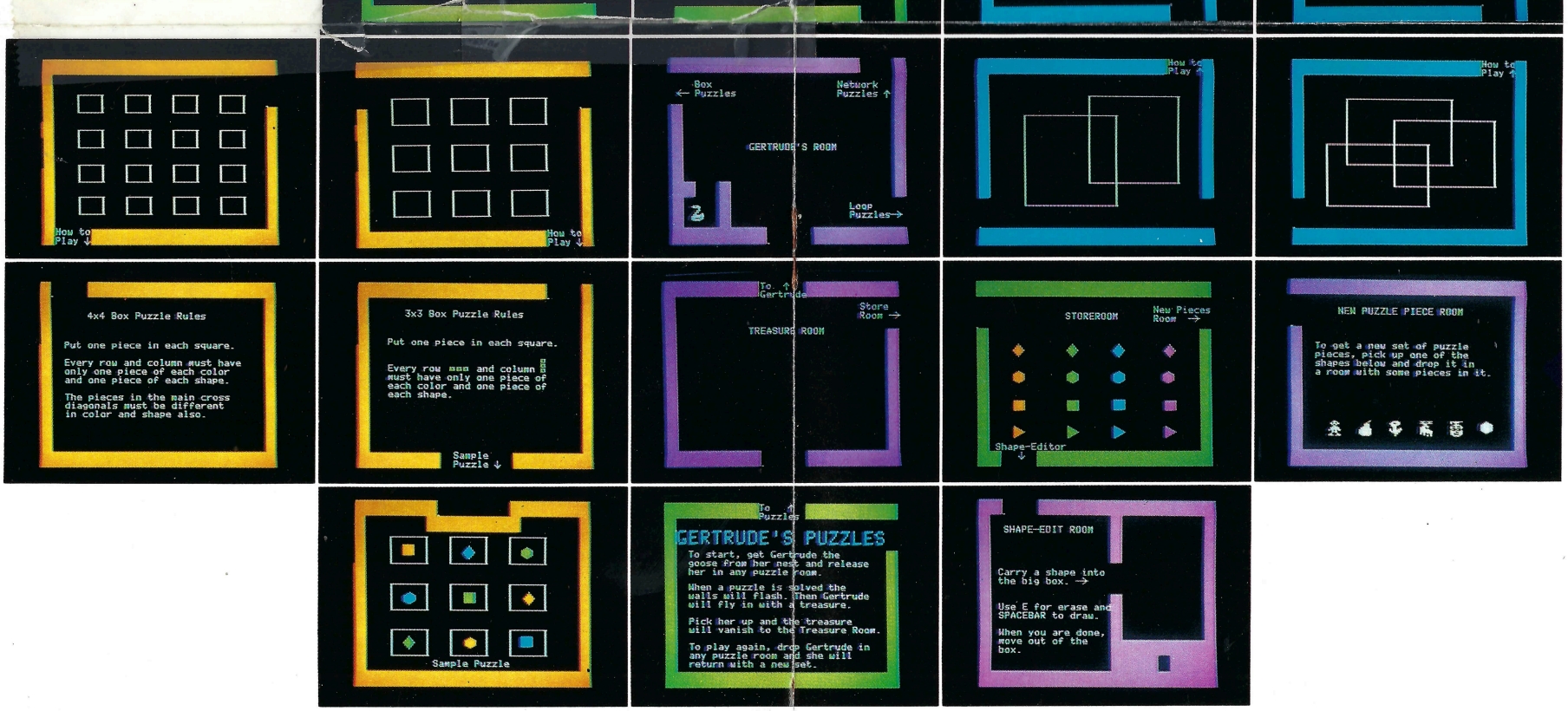
Look for these rooms on Gertrude's map:

- **Rule Rooms** tell how to work each puzzle. You will recognize these rooms; they are mainly text. There are six rule rooms.
- **Sample Puzzle Rooms** show completed puzzles. There are three sample puzzle rooms.
- The **New Puzzle Piece Room** shows different shapes to play with. Go there to find out how to use them.
- The **Shape-Edit Room** has an editing chamber where you can make your own shapes. Pick up a shape, carry it there, and read how to make your own shape.

Comic Zoom : Canadian Film Board.

THE WORLD OF GERTRUDE'S PUZZLES


Sample Puzzle
two differences (color, shape)
one difference (color)
one difference (shape)
9 Box Network Puzzle Rules
Put one piece in each box.
Boxes connected by TWO LINES need pieces that are different in TWO WAYS (different shape AND different color).
Boxes connected by ONE LINE need pieces that are different in only ONE WAY (different shape OR different color).
When all the pieces are in, press SPACEBAR to see wrong pieces move.
Sample Puzzle
6 Box Network Puzzle Rules
Put one piece in each box.
Boxes connected by TWO LINES need pieces that are different in TWO WAYS (different shape AND different color).
Boxes connected by ONE LINE need pieces that are different in only ONE WAY (different shape OR different color).
When all the pieces are in, press SPACEBAR to see wrong pieces move.
Sample Puzzle
Purple
Purple Square
Squares
How to Play
How to Play
Sample Puzzle
Rules for 2 Loop Puzzle
Some pieces belong in one box. Some pieces belong in the other box. (Some pieces do not belong in ANY box.)
Guess the rule for which belong and which do not.
To play, put pieces in each box. Pieces that do not fit the rule will fall out.
Rules for 3 Loop Puzzle
Guess the rule for pieces that belong in each box.
To play, put pieces in each box.
Pieces that do not fit the rule will fall out.


How to Play ↓
How to Play ↓
Box ← Puzzles
Network Puzzles ↑
GERTRUDE'S ROOM
Loop Puzzles→
How to Play ↑
How to Play ↑
4x4 Box Puzzle Rules
Put one piece in each square.
Every row and column must have only one piece of each color and one piece of each shape.
The pieces in the main cross diagonals must be different in color and shape also.
3x3 Box Puzzle Rules
Put one piece in each square.
Every row and column must have only one piece of each color and one piece of each shape.
Sample Puzzle ↓
To ↑ Gertrude
Store Room →
TREASURE ROOM
STOREROOM
New Pieces Room →
Shape-Editor ↓
NEW PUZZLE PIECE ROOM
To get a new set of puzzle pieces, pick up one of the shapes below and drop it in a room with some pieces in it.
Sample Puzzle
To ↑ Puzzles
GERTRUDE'S PUZZLES
To start, get Gertrude the goose from her nest and release her in any puzzle room.
When a puzzle is solved the walls will flash. Then Gertrude will fly in with a treasure.
Pick her up and the treasure will vanish to the Treasure Room.
To play again, drop Gertrude in any puzzle room and she will return with a new set.
SHAPE-EDIT ROOM
Carry a shape into the big box. →
Use E for erase and SPACEBAR to draw.
When you are done, move out of the box.

You are here when the door opens.

SPECIAL KEYS

I, J, K, M Move **Up**, move **Left**, move **Right** move **Down.**

SPACEBAR **Pick Up** or **Drop** objects.

CTRL With I, J, K, M: **Move Slowly.**

REPT With I, J, K, M: **Move Fast.**

CTRL G Turn **Sound On** or **Off.**

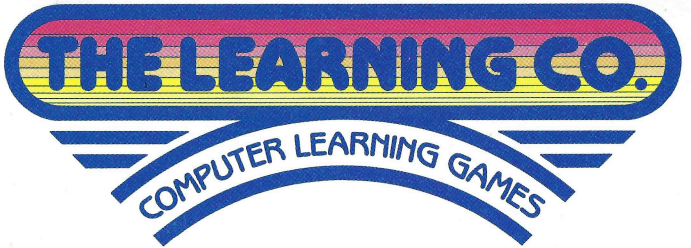
? (SHIFT /) Get **Help.**

ESC **Leave** the program.

MOVING WITH A JOYSTICK

If you have a joystick:

- Press either button to "wake up" the joystick.
- Use the joystick handle to move around.
- Press either button to pick up or drop objects.



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